

The Adventurers' Guild  
<http://www.bardstale.de>

Solution for: Bard's Tale III, submitted by Richard J. Hutchison  
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BARD'S TALE III THIEF OF FATE SOLUTION AND MAPS.

Object of Quest: Kill Tarjan ( The Mad God from Bard's Tale I )

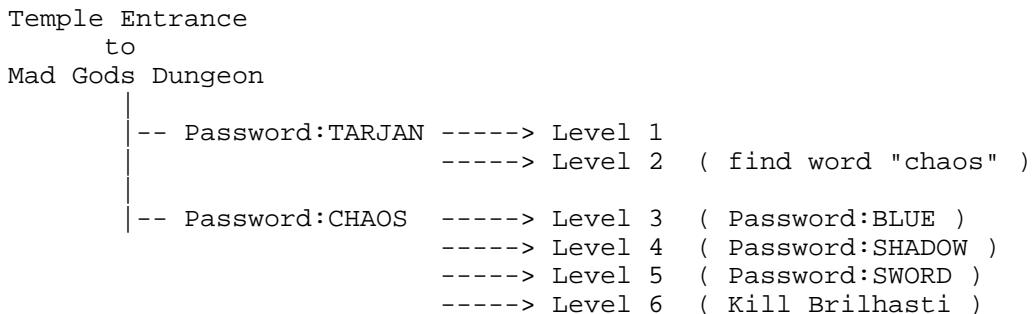
Overview: You start in the wilderness, in the Adventurers Camp. From there you need to go into the ruins of Skara Brea and go to the review board ( see map ). You will be instructed to destroy a certain nasty character located in the dungeons underneath the Temple.

Comment: The whole purpose of the Skara Brae Dungeons is to develop the characters into superhuman proportions. There is nothing to be done here that will solve the main quest. Once the Player party has destroyed Brilhasti, all mages except Chronomancers become Arch Mages.

My advice is that you do not need a Chronomancer until the first quest is completed. So it would be to your advantage to keep all mages out of that class until its time to go on the main quest. This aids in building Hit and Magic points. When you create your party, you will need (minimum) 1 rogue and 1 bard. The thief will be needed at the final battle and the bard is needed for 1 song (Sir Robins). I found that a Fighter/Paladin is also needed (to become a Geomancer) and that 1 magic user will become a chronomancer. That leaves 2 others with a slot open for special characters (need to keep that slot open). I made them Arch Mages. Overall, the party was O.K. but I'd be open to better suggestions.

Caveat: The information here is accurate for the most part. There may be something missing, but it will be a minor omission and not affect the overall play. (ie: missing a darkness area or a spinner here or there.)

Here is a diagram of the dungeons in Skara Brae:



Levels 1 and 2 can be skipped if the player knows the "chaos" password

and the magic users can cast mibl ( else the monsters are too

powerful

to survive very long ).

Diagram of Wilderness:

```

2 . . . . . T T T . . . . .
. . . . T T T . . T . . . T T .
. . . . T . . . . T . . T 3 T .
. . . . . S S S . . . T . T .
. . . . T . . . E S . . . . .
. T T . . T T T . S S S . . T . T T .
. . . . . T . . . . T . T . . T
. . . . T . . . . T . T C . P .
. T T . . T . . . . T . . . .
. . T . . . . 6 . . . . .
. T T . . . . . T . . T . . 5
. S . . T . . . . . T . T . . .
. . T . . . . . T . . . . .
. T . . . T T T . . . . . T . .
. . . . T 1 . . T . T . . . .
. . . . T T T . . . . . .
. . 4 . . T T T . . . T . . . .
. . . . . . T . . . . . .
. . . . . . . . . . . . 7 .

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Warriors

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. . . . . T . T . . . .

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Legend:

|                                   |
|-----------------------------------|
| T = Tree                          |
| S = Skara Brae Wall               |
| E = Skara Brae Entrance           |
| C = Adventurers Camp              |
| P = Tavern                        |
| A = Healing Temple                |
| 1 = Twilight Copse<br>(Arboria)   |
| 2 = Cold Peak<br>(Gelidia)        |
| 3 = Crystal Springs<br>(Lucencia) |
| 4 = Old Dwarf Mine<br>(Kinestia)  |
| 5 = Shadow Rock<br>(Tenebrosia)   |
| 6 = Vale of Lost<br>(Tarmitia)    |
| 7 = Sulfur Springs<br>(Malefia)   |

Each of the numbers above is the spell casting spot to get to each of the other worlds. The worlds are numbered in the order you must complete them.

DIAGRAM OF SKARA BRAE:

```

W W B B           W
W B B . . . B B B B B B . W
W . . B B B . . . . B . R
W . B . W B . . . W . . B
B . . B B . S . T B B . B
B B . W . B . . . B B . B
E 1 . X B . . . . B W . W
B B . W B B B B B W B B . . B
B . . . . . . B . . . W
B . . B . B . . . B . B B . . B
B . . B . B . . . B B B . . B B 2 W
B . B . B . . . W B B W . B
W 1 . B . B . W . . B B 3 W
B W B . B . . . B W B
B . W . W . . B B W
B . B . . . B W B
B B B B

```

|   |
|---|
| 1 = MESSAGES                              |
| X = STOREROOM                             |
| B = BUILDING                              |
| T = TEMPLE(ENTRANCE TO BEGINNER DUNGEONS) |
| S = STATUE OF TARJAN                      |
| R = REVIEW BOARD                          |
| 2 = ARRIVAL FROM 3                        |
| 3 = TELEPORT TO 2                         |
| W = WALL                                  |
| E = ENTRANCE                              |

NAME OF DUNGEON: MAD GOD

LEVEL: 1

|   | 1  | 2  | 3  | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
|---|----|----|----|---|---|---|---|---|---|----|----|----|----|
| 1 | ** | ** |    |   |   |   |   |   | 3 |    |    |    |    |
| 2 | ** | ** |    |   |   |   |   |   |   |    |    |    |    |
| 3 |    |    | D  | D | D |   | D |   | D |    |    |    |    |
| 4 |    |    | TT |   |   |   |   | D |   |    |    |    |    |
| 5 |    |    |    | D |   |   |   |   |   |    |    |    |    |

|   |
|---|
| 1 = stairs up and out.                      |
| 2 = welcome message.                        |
| 3 = message:<br>"priests seek another word" |
| 4 = foul air is coming from under door.     |
| 5 = hit point decrease                      |
| 6 = strange silence                         |

ahead

**LEGEND :**

LEGEND

D OR DD = Door  
@@ = Spinner  
\*\* = Darkness  
TT = Trap  
< OR > OR /\ OR \/ = ONE WAY WALLS - ALLOWABLE DIRECTION WITH ARROW

NAME OF DUNGEON: MAD GOD

LEVEL: 2

1 = stairs up  
2 = message of some sort  
3 = silence (quiets bardsong)  
4 = hits decrease  
5 = explosion - one time hit decrease  
6 = darkness  
7 = darkness and hit decrease  
8 = in blood: chaos  
9 = hit increase  
10 = magic decrease

NAME OF DUNGEON: mad god

LEVEL : 3

|    | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8    | 9    | 10 | 11 | 12   | 13                | 14                | 15 |
|----|---|---|---|---|---|---|---|------|------|----|----|------|-------------------|-------------------|----|
| 1  |   |   |   |   |   |   |   |      | 4    | 5D | 6> | 2    | 1                 | = stairs up       |    |
| 2  |   |   |   |   |   |   |   | +DD+ |      |    |    |      | +                 | 2 = messages      |    |
| 3  |   |   | 3 |   |   |   |   | D 4  | D    |    |    |      | 3                 | = magic decrease  |    |
| 4  |   |   |   |   |   |   |   |      | D 4  | D  |    |      | 4                 | = hit decrease    |    |
| 5  |   |   |   | 9 | 3 |   |   |      |      |    |    |      | 5                 | = riddle: blue    |    |
| 6  |   |   |   |   |   |   |   | +DD+ |      |    |    |      | 6                 | = stairs down     |    |
| 7  |   |   |   | 3 | 3 |   |   |      |      |    |    |      | 7                 | and 9 = stay out  |    |
| 8  |   |   |   |   |   |   |   | +DD+ | +DD+ |    |    |      |                   | of these squares  |    |
| at |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 5  |   |   |   |   |   |   |   | @@   | @@   |    |    | 2> 7 | all costs *death* |                   |    |
| 6  |   |   |   |   |   |   |   | **   | **   |    |    |      | 8                 | = quiets bardsong |    |
| 7  |   |   |   |   |   |   |   |      |      | D  | D  |      |                   |                   |    |
| 8  |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 9  |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 10 |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 11 |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 12 |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 13 |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 14 |   |   |   |   |   |   |   |      |      |    |    |      |                   |                   |    |
| 15 |   | 2 |   |   |   |   |   | @@   |      |    |    | 2  1 |                   |                   |    |

NAME OF DUNGEON: mad god

NAME OF  
LEVEL: 4

|   | 1 | 2   | 3   | 4  | 5   | 6  | 7   | 8   | 9  | 10  | 11  | 12 | 13  | 14  | 15                 |
|---|---|-----|-----|----|-----|----|-----|-----|----|-----|-----|----|-----|-----|--------------------|
| 1 | + | -   | +   | -  | +   | -  | +   | -   | +  | -   | +   | -  | +   | -   | +                  |
| 1 |   |     |     |    |     |    |     |     |    |     |     |    |     |     | 1 = stairs up      |
| 2 | + | +   | --- | +  | +   | DD | DD  | --- | DD | DD  | --- | +  | +   | +   | +2 = messages      |
| 2 |   |     | D   |    |     |    |     | 3   |    |     | D 2 |    |     |     | 3 = magic decrease |
| 3 | + | +   | --- | DD | +   | +  | --- | --- | +  | --- | DD  | +  | +   | --- | +4 = silence       |
| 3 |   | D   |     |    |     |    |     |     |    |     |     |    |     |     | 5 = anti-magic     |
|   | + | --- | --- | +  | --- | DD | +   | +   | +  | +   | --- | +  | --- | +   | 6 = riddle: shadow |

```

4 |   |   |   |   D |   | **   | ** * |           | 7 = stairs down
+ +DD+ + + +---+DD+ + +---+ + +---+DD+---+ 8 = hit decrease
5 |   |   |           |           |           | D D D 2 |
+ +---+---+---+---+DD+---+---+ + +---+DD+---+
6 |           TT 3| 4 4|           |
+ + + + DD+DD+DD+---+ + +---+ +---+---+---+
7 |           | D | D |           |           |           |
+---+---+DD+DD+DD+---+---+ + +---+ + + + +
8 |           | /+|           |           |           |
+ +---+---+/ \+ + + + +---+---+---+DD+ + + +
9 |           5Z | TT | TT |           |           |
+ZZ+ZZ+ + + + + + +---+DD+ +---+ + + +
10 | 7 | Z 5Z @@ |           |           |           |
+ + + + + + + + + + + + + + + + + +
11 | 2 | Z 5Z 3 3 |           |           |           |
+ + + + + + + + + + + + + + + + + +
12 | D 6 5 5 Z 4 |           |           |           |
+ZZ+ZZ+ZZ+ZZ+ + + + + + + + + + + + +
13 | Z 8 8 8 |           |           |           |
+ + + + + + + + + + + + + + + + +
14 | Z 8 8 |           |           |           |
+ + + + + + + + + + + + + + + +
15 | 2 |           |           |           |
+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: mad god

LEVEL: 5

|    | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|----|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| 1  |   |   |   |   |   |   |   |   |   | 4  | 4  | 4  |    |    |    |
| 2  |   |   |   |   |   |   |   |   |   | D  | D  |    | D  |    |    |
| 3  |   |   |   |   |   |   |   |   |   |    | D  |    |    |    |    |
| 4  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
| 5  |   |   |   |   |   |   |   |   |   | D  | D  | D  |    |    | 2  |
| 6  |   |   |   |   |   |   |   |   |   |    |    | TT |    |    |    |
| 7  |   |   |   |   |   |   |   |   |   | 4  | 4  |    |    |    |    |
| 8  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
| 9  |   |   |   |   |   |   |   |   |   |    | TT |    |    |    |    |
| 10 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
| 11 |   |   |   |   |   |   |   |   |   | 3  |    |    | TT | D  |    |
| 12 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
| 13 |   |   |   |   |   |   |   |   |   | D  |    |    |    |    |    |
| 14 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
| 15 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |

+---+---+---+---+---+---+---+---+---+---+

1 = stairs up  
2 = messages  
3 = magic decrease  
4 = hit decrease  
5 = explosion  
6 = riddle: sword  
7 = portal down

NAME OF DUNGEON: mad god

LEVEL: 6

|           | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |  |
|-----------|----|----|----|----|----|----|----|----|----|----|--|
| 1         |    |    |    |    |    |    |    |    |    |    | 4 = brilhasti and 4 guards.  |
| 2         | +  | +  | +  |    |    |    |    |    |    |    | + After entering chamber through doors, cast BASP and anything     |
| else      |    |    |    |    |    |    |    |    |    |    |  |
| 3         |    | .  |    |    |    |    |    |    |    |    | + that will aid in combat.   |
| get       |    |    |    |    |    |    |    |    |    |    | + You must kill guards before they                                 |
| 4         |    | .  |    |    |    |    |    |    |    |    | + within 10'. They are nasty. Have thief hide and sneak up on      |
| brilhasti |    |    |    |    |    |    |    |    |    |    |  |
| 5         |    | .  |    |    |    |    |    |    |    |    | + even though spells will kill him. Best to try both ways at once. |
| 6         |    | .  |    |    |    |    |    |    |    |    | + Note: follow left hand wall                                      |
| (dots)    |    |    |    |    |    |    |    |    |    |    |  |
| 7         |    | .  |    |    |    |    |    |    |    |    | to get to brilhasti.   |
| 8         |    | .  |    |    |    |    |    |    |    |    |  |
| 9         |    | .  | .  | .  | .  | .  | .  | .  | .  |    | 3 = message and anti magic spot.                                   |
| 10        |    |    |    |    |    |    |    |    |    |    |  |
| 11        |    |    |    |    |    |    |    |    |    |    |  |
| 12        |    |    |    |    |    |    |    |    |    |    |  |
| 13        |    |    |    |    |    |    |    |    |    |    |  |
| 14        |    |    |    |    |    |    |    |    |    |    | note: follow left or right side walls. a straight on run up        |
| will      |    |    |    |    |    |    |    |    |    |    |  |
| 15        |    |    |    |    |    |    |    |    |    |    | only get your hits and magic taken away.                           |
| 16        |    |    |    |    |    |    |    |    |    |    |  |
| 17        | @@ | @@ | @@ | @@ | 2  | @@ | @@ | @@ | @@ | @@ | 2 = message.   |
| 18        | @@ | @@ | @@ | @@ |    |    |    |    |    |    |  |
| 19        | @@ | @@ | @@ | @@ | @@ | @@ | @@ | @@ | @@ | @@ |  |
| 20        | @@ |    |    |    | @@ | @@ |    |    |    |    |  |
| 21        |    | @@ |    |    | @@ | @@ | @@ | @@ | @@ | @@ |  |
| 22        | 1  | @@ | @@ |    |    |    |    |    |    |    | 1 = portal up.   |
|           |    |    |    |    |    |    |    |    |    |    |  |

Afterword on this part:

This completes the first quest of your party and begins a new one. The place you have been directed to by the old man is Arboria. You will need to have the chronomancer speak with the old man to learn the needed spells. Even with the spells, once you get to the casting spot and cast the spell, you will need the decoder wheel to enter the alternate universe. It would take me a month to enter the codes in a file, so I am

not going to bother. If you do not have a decoder wheel, the game stops here for you. That is, unless your a champ at unlocking the secrets of a program by going into the disk.

If you can get into Arboria, complete the quest in that universe, and get back to the review board, the old man awards everyone 600000 exp. Now in this game, that isn't really alot, (about 2 to 4 levels?) but here is a glitch: if you go back outside, conjure up an air wolf or another creature and put it in slot 1, then go back in again, you will get another 600000 exp!! This can be done forever, so it kind of makes the rest of the game pointless. After 20-30 trips and your characters have enough hits and magic to destroy a world, the only battles you HAVE to fight are in Malefia ( where Tarjan is ). But you have to solve each alternate universes quest to get the spells allowing you to get to the next universe. I would like to know if this glitch is present in any other version (ibm, c-64, etc) besides the Apple IIe version I used.

IF YOU HAVE ANY QUESTIONS/COMMENTS THAT WILL IMPROVE THIS SPOILER PLEASE SEND THEM TO ME AT UCAS407 AT UNLVM. THANKS, RICK.

=====

#### Arboria

Alternate Universe 1 OF 7

Map of Arboria:

|                               |   |
|-------------------------------|---|
| . H . T . T . T . . 1 .       | 1 = arrival/exit to/from arboria spot     |
| . L . T . . . T . T T T       | 2 = leaves that let you breath underwater |
| . . . . . . . T . T 2 .       | 3 = acorns                                |
| T T T . . . . . T . .         | V = valarians tower (4 levels)            |
| . . . . . W . W . . . .       | P = festering pit (2 levels)              |
| . . . . . W E W . . T .       | E = entrance to ciera brannia             |
| . . . . . W W W . T T .       | H = hut                                   |
| . V . . . . . . . . . .       | L = lake (1 level)                        |
| . . . . . 3 T T . . P . .     |   |
| . . . . . . . . T . . . .     |   |
| . . . . . . . . . T T .       |   |
| . . . . . . . . T T T . . . . |   |

Ciera Brannia

|                                 |   |
|---------------------------------|---|
| B B B B B B B . B B B B B B     |   |
| B . . . . . . . . . . . . . B   | H = Temple                              |
| B . B B B B B B . B B B B B . B | K = King                                |
| B . B . . . . . . . . B . B B   | B = Empty Building                      |
| B . B . B B B B K . . . . B . B | I = Taverns                             |
| B . B . H . . . . . B . B       | T = Tree                                |
| B . B . B . T G . . . . B . B   | G = Grove ( king will let you in once ) |
| B . B . B . T T . B B B B B . B | you have completed his quest )          |
| B . B . B . T T . B . . I B . B | W = Wizards Guild                       |
| B . B . B . . . . B . . B B . B |   |
| B . B . B B W B B B . . B B . B |   |
| B . B . . . . . . . . B B . B   |   |
| B . B . . . . . . . . B B . B   |   |

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B . B I B B B B B B B B B B . B
B . . . . . . . . . . . . . B
B B B B B B B B B B B B B B

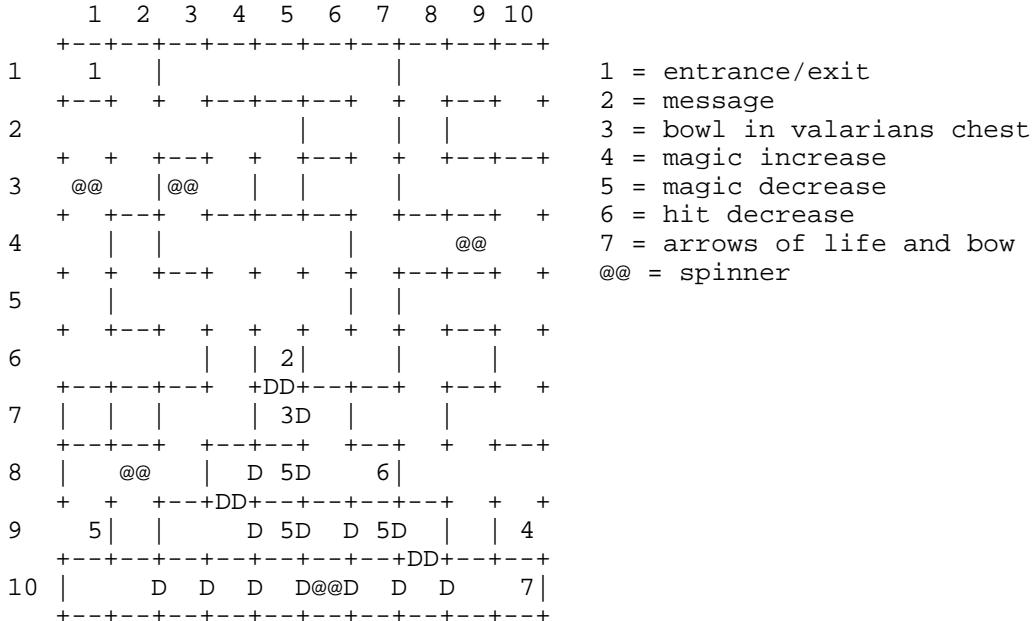
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Steps to solving Arboria:

1. Meet Hawkslayer upon entering Arboria, have him join party.  
remember the word "iceberg" that he tells you. It will be used later
2. go into town and get gill spell from wizards guild.
3. talk with king who will set you on quest.
4. go out of town and get acorn.
5. go to lake, enter crystal palace and get water of life.
6. go to tower and on level 3 put acorn in hole and water with the water of life.
7. get nightspear on level 4.
8. exit tower and go to festering pit.
9. use spell apar to get near Tslotha Garnath and kill him.
10. take \*everything\* laying around, it will be used later.
11. go back to king and get access to grove.
12. enter grove and go to bowl in cavity of valarians chest.
13. put heart of tslotha in bowl and water with water of life.
14. door opens to left and get arrows of life and bow.
15. take items to old man in main universe.  
hawkslayer will not teleport with you when you go back, so strip him of all possessions before leaving.

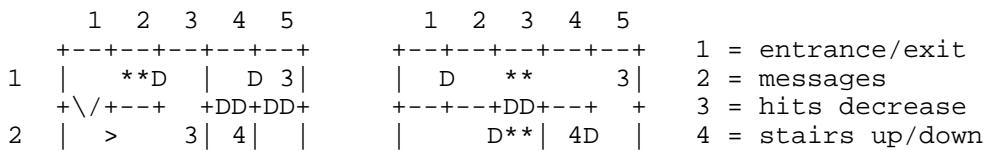
NAME OF DUNGEON: sacred grove

LEVEL: 1



NAME OF DUNGEON: valarians tower

LEVEL: 1 thru 4



|                    |                  |                       |
|--------------------|------------------|-----------------------|
| 1 2 3 4 5          | 1 2 3 4 5        | 5 = acorn slot - drop |
| ++-+---+----++     | ++-+---+----++   |                       |
| acorn              |                  |                       |
| 1   2D 3           | D 6   3          | water it to get to    |
| next               |                  |                       |
| ++-+---+DD+---+ +  | ++-+DD+-----+ +  | level                 |
| 2   D@@ @@         | TTD              | 6 = nightspear        |
| ++-+ +--+ + +      | +DD+---+DD+ +DD+ |                       |
| 3   4 5   4   D    | D   4   2D       | AM = anti magic zone  |
| ++-+ +--+ + +      | +DD+---+DD+ +DD+ | EE = explosion        |
| 4   D@@            | EE EE   AM       |                       |
| ++-+---+DD+---+DD+ | + + +---+ + +    |                       |
| 5   TTD            | @@ EED D**D@@    |                       |
| ++-+---+----++     | ++-+---+----++   |                       |
| level 3            | level 4          |                       |

NAME OF DUNGEON: crystal palace (under lake)  
LEVEL: 1

|    | 1 | 2    | 3      | 4 | 5    | 6    | 7    | 8 | 9 | 10  | 11  | 12   | 13   | 14   | 15                 |                   |
|----|---|------|--------|---|------|------|------|---|---|-----|-----|------|------|------|--------------------|-------------------|
| 1  |   | 4D   | D      | D | D    | 6    | 4    |   |   |     |     |      |      |      |                    | 1 = entrance/exit |
| 2  | + | +DD  | +      | + | +    | +    | +    | + | + | +   | +   | +DD  | +DD  | +DD  | 2 = messages       |                   |
| 3  |   | 5D   | D      |   | @@   | D    |      |   |   | D@@ | D@@ |      |      |      | 3 = water of life  |                   |
| 4  | + | +DD+ | +      | + | +    | +    | +DD+ | + | + | +   | +   | +DD+ | +DD+ | +DD+ | 4 = hits decrease  |                   |
| 5  |   | 3    | 3      | 3 |      | @@   | 4    |   |   |     | D   |      |      |      | 5 = magic decrease |                   |
| 6  | + | +    | +      | + | +    | +    | +DD+ | + | + | +   | +   | +DD@ |      |      | 6 = magic increase |                   |
| 7  | + | +DD+ | +      | + | +DD+ | +DD+ | +    | + | + | +   | +   | +DD+ | +DD+ | +DD+ |                    |                   |
| 8  |   | *    | *      | * | *    | *    | 4    | 5 |   | D   |     | D    |      |      |                    |                   |
| 9  | + | +    | +      | + | +    | +    | +DD+ | + | + | +   | +   | +DD+ | +DD+ | +DD+ |                    |                   |
| 10 |   | D    | DTTD@@ | D | *D   |      | D    |   | D | 4   |     |      |      |      |                    |                   |

NAME OF DUNGEON: festering pit  
LEVEL: 1

|          | 1    | 2 | 3 | 4    | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12   | 13 | 14 | 15                 |
|----------|------|---|---|------|---|---|---|---|---|----|----|------|----|----|--------------------|
| 1        |      |   |   |      |   |   |   |   |   |    |    |      |    |    | DN  up = stairs up |
|          | +    | + | + | +DD+ | + | + | + | + | + | +  | +  | +DD+ | -  | -  | dn = staird down   |
| 2        |      |   |   | D    |   |   |   |   |   |    |    |      |    |    | pd = portal down   |
|          | +DD+ | - | - | -    | - | - | - | - | / | \  | /  | \    | /  | +  | md = magic         |
| decrease | 3    |   |   |      |   |   |   |   |   |    |    |      |    |    | hd = hit decrease  |

NAME OF DUNGEON: festering pit

LEVEL: 2

=====

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Gelidia

Alternate Universe 2 OF 7

## Map of Gelidia:

1 = arrival/exit to/from gelidia.  
2 = outpost  
3 = icekeep

Steps to solving Gelidia:

1. go to outpost and read diary. get name "alendar".  
( not really necessary, but the story is fun )
  2. go to icekeep and on first level go to northeast corner.
  3. cast the following spells to get rid of shimmering curtain:  
levi, anma, phdo.
  4. enter passage and go to 4th level of white tower. Kill 6 white wizards and get lens.
  5. go back to ice keep ( apar works best to get to passageway )
  6. go to southeast corner and cast spells to dispell black wall:  
grre, shsp, fear, suel, spbi.
  7. go to 4th level and bump off 5 black wizards, get lens.
  8. go back to icekeep, northwest corner.
  9. cast spells inwo, wihe, fofo, invi to dispell creature.
  10. enter grey tower, go to 4th level, and blow away 7 grey wizards.
  11. get lens and exit back to ice keep.
  12. go to white marble slab and put all 3 lens' into it. Passage will appear and go down.
  13. get wand and sphere on 2nd level of ice dungeon.
  14. get back to worn ground and go back to skara brae review board.

note: you do not need to go into the 2nd level of the ice keep.

NAME OF DUNGEON: ice keep

LEVEL: 1

```

+---+DD+---+DD+---+DD+---+DD+---+DD+---+
8 |           D           D           2 |
+ + + + + + DD+---+DD+DD+DD+---+DD+---+
9 |   1       | MD MD |       | DMU |
+ + + + + + + + + + + + + + + + + + + + +
10 | DN     2 |       |       | DPA |
+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: ice keep

LEVEL: 2

|    | 1  | 2  | 3  | 4 | 5  | 6 | 7 | 8  | 9  | 10 | 11 | 12 |
|----|----|----|----|---|----|---|---|----|----|----|----|----|
| 1  | ?? | ?? | ?? |   |    |   |   | DN |    |    |    | ?? |
| 2  | D  |    |    |   |    |   |   |    |    |    |    |    |
| 3  |    |    |    |   |    |   |   |    |    |    | D  |    |
| 4  |    |    |    |   |    |   |   |    |    |    |    |    |
| 5  | 1  | 1  | 1  | 1 | 1  | 1 | 1 | 1  | 1  | 1  | 1  |    |
| 6  |    |    |    |   |    |   |   | D  | D  |    |    |    |
| 7  | 1  | 1  |    | 1 | 1  | 1 | 1 | 1  | 1  | 1  | 1  |    |
| 8  |    |    | D  |   |    |   |   |    | DN |    |    |    |
| 9  |    |    |    |   |    |   |   |    |    |    |    |    |
| 10 |    |    |    |   | DN |   |   |    |    | <  |    |    |

dn = stairs down

?? = unexplored

1 = nasty spots usually  
resulting in a loss  
of hits and/or magic.

This level is useless to  
solving the gelidia quest.

NAME OF DUNGEON: ice dungeon

LEVEL: 1 - 2

|   | 1 | 2  | 3     | 4   | 5   | 6   | 7 | 8 | 9 |
|---|---|----|-------|-----|-----|-----|---|---|---|
| 1 |   | UP | **DMD | QU  |     | DN  |   |   |   |
| 2 |   |    | ---   | --- | DD+ | +   | + |   |   |
| 3 |   |    | ** ** | AM  | AM  |     |   |   |   |
| 4 |   | D  |       | AM  | TT  |     |   |   |   |
| 5 |   |    | +     | --- | --- | DD+ |   |   |   |
| 6 |   | D  | HD    | HD  | HD  |     |   |   |   |
| 7 |   |    |       |     | D   |     |   |   |   |
| 8 |   |    |       |     |     |     |   |   |   |
| 9 |   |    |       |     |     |     |   |   |   |

level 1

|   | 1  | 2    | 3  | 4 | 5        |
|---|----|------|----|---|----------|
| 1 | UP |      |    |   |          |
| 2 |    | MU   | 1  |   |          |
| 3 | 3  | 3    | ** |   | 3 =      |
| 4 | 3  | 3    | ** |   | hit and  |
| 5 | 3  | 3D** |    | 2 | magic    |
|   |    |      |    |   | decrease |

level 2

dn = stairs down

qu = silence(quiets bardsong)

md = magic decrease

mu = magic increase

hd = hit decrease

am = anti magic zone

\*\* = darkness

1 = riddle:try lanatir, go

door anyway( invisible)

2 = wand and sphere.

up = stairs up.

through

NAME OF DUNGEON: white tower

LEVEL: 1 to 4

|   | 1                 | 2                 | 3                 | 4                 | 5                 |
|---|-------------------|-------------------|-------------------|-------------------|-------------------|
| 1 |                   |                   | DUP               |                   |                   |
| 2 | D                 | @@D               |                   |                   |                   |
| 3 | MD                | MD                | DTT               |                   |                   |
| 4 |                   | DTT               |                   |                   |                   |
| 5 | DN                | QU                |                   |                   |                   |
|   | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 1

|  | 1                 | 2                 | 3                 | 4                 | 5                 |
|--|-------------------|-------------------|-------------------|-------------------|-------------------|
|  | ?? ??             | D                 | 1                 |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ?? ??             | MD                |                   |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ?? ??             | QU                |                   |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ??                | DHD               |                   |                   |                   |
|  | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 2

|  | 1                 | 2                 | 3                 | 4                 | 5                 |
|--|-------------------|-------------------|-------------------|-------------------|-------------------|
|  | ?? ?? ??          | 3                 | 1                 |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ?? ?? ??          | ** *              | *                 |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ?? ?? ?? ?? ??    |                   |                   |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | ?? ?? ?? ?? ??    |                   |                   |                   |                   |
|  | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 3

|   | 1                 | 2                 | 3                 | 4                 | 5                 |
|---|-------------------|-------------------|-------------------|-------------------|-------------------|
| 1 | D                 | DN                |                   |                   |                   |
| 2 | D** * * * *       |                   |                   |                   |                   |
| 3 | D 2D              |                   |                   |                   |                   |
| 4 | QU                | D >               |                   |                   |                   |
| 5 | >                 | 4                 |                   |                   |                   |
|   | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 4

up = stairs up  
dn = stairs down  
qu = silence  
md = magic decrease  
@@ = spinner  
TT = traps  
1 = stairs up and down  
2 = spinner and magic decrease  
3 = message(name Cala may be important)  
\*\* = darkness  
?? = unexplored  
4 = wizards and lens

NAME OF DUNGEON: black tower  
LEVEL: 1 to 4

|   | 1                 | 2                 | 3                 | 4                 | 5                 |
|---|-------------------|-------------------|-------------------|-------------------|-------------------|
| 1 | DN ** * * @@ * *  |                   |                   |                   |                   |
| 2 | ** * * * * * * *  |                   |                   |                   |                   |
| 3 | ** * * @@ * * UP  |                   |                   |                   |                   |
| 4 | ** * * * * * * *  |                   |                   |                   |                   |
| 5 | ** @@ * * @@ * *  |                   |                   |                   |                   |
|   | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 1

|  | 1                 | 2                 | 3                 | 4                 | 5                 |
|--|-------------------|-------------------|-------------------|-------------------|-------------------|
|  |                   |                   |                   |                   |                   |
|  | +/\+\---+ + + +   | MD MD             | AM                |                   |                   |
|  | +---+---+ +---+ + | UP MD             | @@ <DN            |                   |                   |
|  | + + + + + + +     | + +               | +---+---+ + +     |                   |                   |
|  | >                 |                   |                   |                   |                   |
|  | + + + + + + +     | + + + + + +       | QUDQU MD          |                   |                   |
|  | >                 |                   | + + + + + + +     |                   |                   |
|  | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 2

|  | 1                 | 2                 | 3                 | 4                 | 5                 |
|--|-------------------|-------------------|-------------------|-------------------|-------------------|
|  | D                 | D                 |                   |                   |                   |
|  | + + +             | + + +             | + + +             | + + +             | + + +             |
|  | UP                |                   |                   |                   |                   |
|  | +DD+---+ + + +    | DN<               | MD                |                   |                   |
|  | + + + + + + +     | + + + + + +       | + + + + + +       | + + + + + +       | + + + + + +       |
|  | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 3

|   | 1                  | 2                 | 3                 | 4                 | 5                 |
|---|--------------------|-------------------|-------------------|-------------------|-------------------|
| 1 | 1                  |                   |                   |                   |                   |
| 2 | ?? ?? ??   DN   ?? |                   |                   |                   |                   |
| 3 | MD MD              |                   |                   |                   |                   |
| 4 |                    |                   |                   |                   |                   |
| 5 | MU                 |                   |                   |                   |                   |
|   | +---+---+---+---+  | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ | +---+---+---+---+ |

level 4

1 = black wizards and lens  
AM = anti magic zones  
mu = magic increase

NAME OF DUNGEON: grey tower  
LEVEL: 1 to 4

|                       |                      |                   |
|-----------------------|----------------------|-------------------|
| 1 2 3 4 5             | 1 2 3 4 5            | 1 2 3 4 5         |
| +---+---+---+---+     | +---+---+\ / +\ /--- | +---+---+---+---+ |
| 1  @@> > >            | UP < >               | DN                |
| +/\ +/\ +DD+/ \ +/\ + | + +---+---+ +        | + +---+---+ +     |
| 2  ** @@  @@@         |                      |                   |
| +/\ +/\ +---+ \ +/\ + |                      |                   |
| 3       UP   >        | DN                   |                   |
| +/\ +/\ +DD+ +/\ +    | + + +DD+ + +         | + + + + + + +     |
| 4  **  > @@@          |                      |                   |
| +/\ +---+ \ +/\ +/\ + | + + +\ /+ +DD+       | + + + + + + +     |
| 5   <TT< <TT<DN       |                      | UP                |
| +---+---+---+---+     | +---+---+\ /---+---+ | +---+---+---+---+ |

level 1                    level 2                    level 3

|                     |
|---------------------|
| 1 2 3 4 5           |
| +---+---+ +---+---+ |
| 1                   |
| + +---+ +---+ +     |
| 2   **  1           |
| +---+---+ +---+ +   |
| 3   < <MD           |
| +---+---+ +---+ +   |
| 4     >MD           |
| +---+/\ +---+ +---+ |
| 5  DN> 2            |

the                            level 4

1 = grey wizards and lens. use apar to get to the spot 1 north of here.

2 = messages

note: the level 4 map is not complete and may contain a few errors. The location of

wizards is correct.

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LUCENCIA  
Alternate Universe 3 OF 7

#### MAP OF LUCENCIA:

```
.
. T T . . . T . 1 . . T 1 = entrance/exit to/from Lucencia
. 2 T 3 . . T . . . . T 2 = dragon mountain
. . . . . T T T T . T 3 = rose bush
T T T T . T 4 . . . . 4 = rainbow rose bush
T . . . . T . W W W . 5 = alliria's tomb
T 5 . . . . . E W . 6 = rose bush
T 6 . T . . . W W W . 7 = rose bush
T T T T . . . . . 8 = rose bush
. . . . . T T T T . 9 = cyanis' tower
. . T . . . . 7 T .
. . T 8 9 . . . T .
. . T T T . . . . .
```

#### Solution to Lucencia:

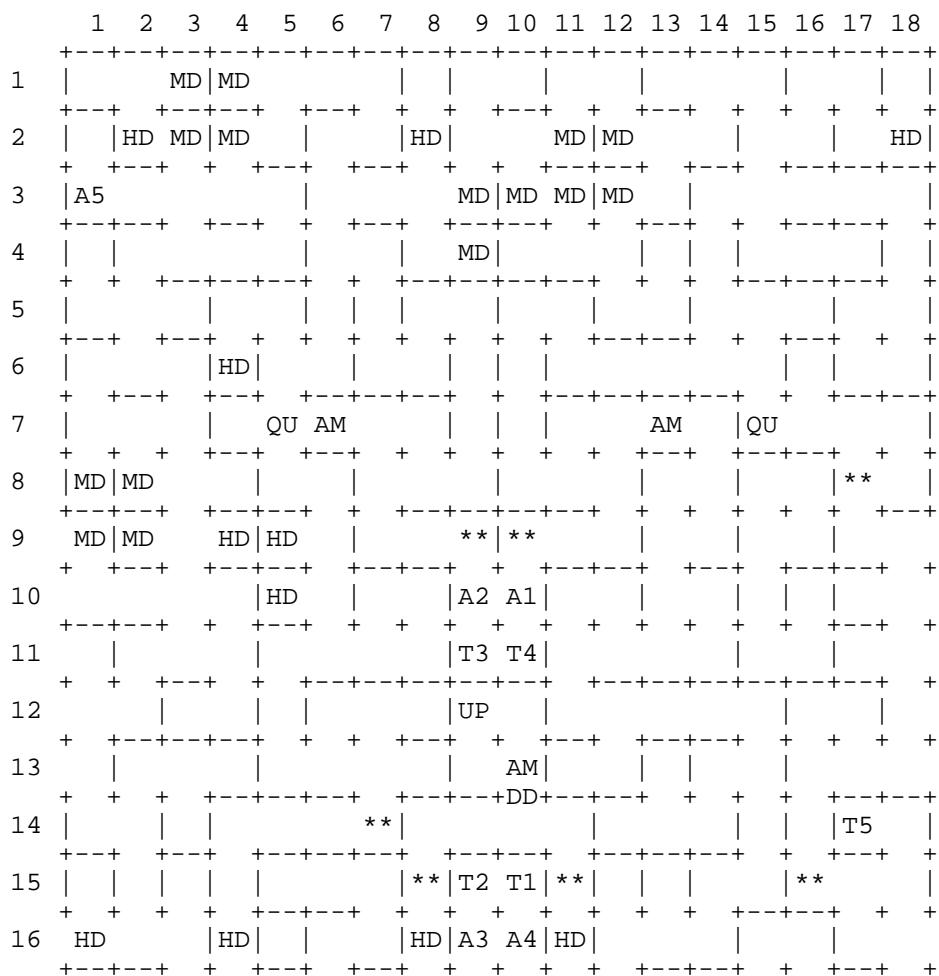
1. go to town and be taught devine intervention spell at wizards guild  
even the chrono can learn this spell (handy to have later). also have bard learn new song in bards guild.
2. go to dragon mountain and kill dragon on 2nd level.
3. get crystal key and dragon blood.
4. go to tower and go to third level. DO NOT KILL Cyanis. Use a staff of Lor OR cast a heal spell on him. If he charges you and tries to start a combat, run away and reenter the room. Bard song Sir Robin should be started before entering the room. Get the triangle from

him and exit the tower.

5. collect a rose from all the bushes. To get the rainbow rose, pour the dragon blood on the bush to cause bush to bloom.
  6. with all 5 roses in hand, enter alliria's tomb.
  7. get crown of truth and belt. (see maps for solving problems)
  8. head back to old man in skara brae.

## Map of Celaria Bree:

NAME OF DUNGEON: dragon mountain  
LEVEL: 1



\*\* = DARKNESS  
hd = hits decrease  
md = magic decrease  
qu = silence  
am = anti magic zone  
T1, T2, T3, T4 , ETC  
A1, A2, A3, ETC = CO

NAME OF DUNGEON: dragon mountain  
LEVEL: 2

|    | 1 | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11 |
|----|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| 1  |   | DN  |     |     |     |     |     |     |     |     |    |
| 2  |   |     |     | +   | +   | +++ | +   | +   | +   | +   | +  |
|    |   |     | HD  | HD  | HD  | HD  |     |     |     |     |    |
| 3  | + | +   | +   | +   | +   | +   | +   | --- | --- | --- | +  |
|    |   |     | **  |     |     |     |     |     |     |     |    |
| 4  | + | --- | +   | --- | --- | +   | HD  |     |     |     |    |
|    | + | +   | --- | +   | +   | +   | +   | --- | --- | +   | +  |
| 5  |   |     |     |     |     |     |     |     |     |     |    |
|    | + | --- | --- | --- | --- | --- | --- | --- | --- | --- | +  |
| 6  |   |     | AM  |     |     | MU  | MU  |     |     |     |    |
|    | + | +   | --- | --- | +   | +   | +   | +   | +   | +   | +  |
| 7  |   | QU  |     | **  |     |     | MU  |     |     |     |    |
|    | + | +   | +   | --- | +   | +   | +   | --- | +   | +   | +  |
| 8  |   |     |     |     |     |     |     |     |     |     |    |
|    | + | --- | --- | --- | --- | --- | --- | --- | +   | +   | +  |
| 9  |   |     | **  | **  |     |     |     |     |     |     |    |
|    | + | +   | --- | --- | --- | +   | --- | --- | +   | --- | +  |
| 10 |   |     |     | MD  |     |     |     |     |     |     |    |
|    | + | +   | --- | +   | +   | +   | +   | --- | +   | +   | +  |
| 11 |   |     | MDD |     | 1   |     | MD  | MD  |     |     |    |
|    | + | --- | --- | --- | --- | +   | --- | --- | +   | --- | +  |

NAME OF DUNGEON: cyanis' tower  
LEVEL: 1 to 3

1 2 3 4 5 6 7      1 = keyhole for crystal key.

|   |   |
|---|---|
| <pre> +-----+           HD HD MU   1           corner +---+ +---+ + + +---+ + 2           DN   HD HD   MU   +---+ +---+ + + +---+ + 3                   HD   MU   +---+ +---+ + + + + + + 4                   HU   MU   +---+ + + DD+ + + + + 5   **   D 2D   HU   MD   + + +---+ DD---+ + + + 6           HU HU HU   MD   +---+ + +---+ +---+ + + 7   AM      QU MD MD   +---+ +---+ +---+ +---+ </pre> <p style="text-align: center;">level 3</p> | <p>2 = cyanis - do not kill, if he charges, run. When he is huddled into the cast a heal spell.(or cure insanity) get triange from him when cured.</p> <p>dn = stairs down<br/> t1 = teleport to corresponding al<br/> hu = hit increase<br/> mu = magic increase<br/> md = magic decrease<br/> hd = hit decrease<br/> qu = silence<br/> am = anti magic zone<br/> ** = darkness<br/> up = up stairs<br/> ?? = unexplored</p> |
|---|---|

NAME OF DUNGEON: alliria's tomb  
LEVEL: 1

NAME OF DUNGEON: alliria's tomb  
LEVEL: 2

1 2 3 4 5 6 7 8 9 10 11 12 13

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KINESTIA

Alternate Universe 4 OF 7

## STEPS TO SOLVING KINESTIA:

1. TELL HAWKSLAYER "ICEBERG" AND HAVE HIM JOIN YOU.
  2. GO TO PRIVATES QUARTERS TO GET LEFT KEY.
  3. GO TO BARRACKS TO GET RIGHT KEY.
  4. GO TO WORKSHOP USE BOTH KEYS TURNING RIGHT KEY 18 TURNS AND LEFT KEY  
15 TURNS.
  5. GO DOWN TO URMECHS LEVEL 3 (SANCTUM) BUT DO NOT FIGHT OR KILL URMECH.
  6. GET HELM AND HAMMER AND GENERATE GEOMANCER.
  7. EXIT AND GO BACK TO SKARA BRAE.

mapping symbols:  
\*\* = darkness  
am = anti magic zone  
tt = trap  
dd = door  
ex = explosion  
hu = hit increase  
mu = magic increase  
hd = hid decrease  
md = magic decrease  
@@ = spinner  
qu = silence (quiets bardsong)

NAME OF DUNGEON: Kinestia (ferofist's)  
LEVEL: 1

|   | 1 | 2 | 3 | 4  | 5 | 6 | 7  | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|---|---|---|----|---|---|----|---|---|----|----|----|----|----|----|----|----|----|
| 1 | + | + | + | +  | + | + | +  | + | + | +  | +  | +  | +  | +  | +  | +  | +  |    |
| 2 | + | + | + | +  | + | + | +  | + | + | +  | +  | +  | TT | +  | +  | +  | +  |    |
|   | + | + | + | DD | + | + | DD | + | + | DD | +  | DD | +  | +  | +  | DD | +  | DD |

|    |        |  |       |  |   |  |            |  |          |  |           |  |    |  |   |  |   |  |    |  |    |
|----|--------|--|-------|--|---|--|------------|--|----------|--|-----------|--|----|--|---|--|---|--|----|--|----|
| 3  | HD     |  |       |  |   |  |            |  |          |  | EX EX     |  |    |  |   |  |   |  |    |  |    |
| 4  | D      |  |       |  |   |  |            |  |          |  | +         |  | +  |  | + |  | + |  | +  |  |    |
| 5  | D      |  |       |  |   |  |            |  |          |  |           |  | AM |  |   |  |   |  |    |  |    |
| 6  | DAM AM |  |       |  |   |  |            |  |          |  | @@ @@@ @@ |  |    |  |   |  |   |  |    |  |    |
| 7  | DD     |  | +     |  | + |  | +          |  | +        |  | +         |  | +  |  | + |  | + |  | +  |  | DD |
| 8  | D      |  | @@ AM |  |   |  |            |  |          |  | 2         |  |    |  |   |  |   |  |    |  | 5  |
| 9  | AM HD  |  | @@ AM |  |   |  | HD  @@ @@@ |  | AM AM    |  |           |  |    |  |   |  |   |  |    |  |    |
| 10 | AM HD  |  | @@ AM |  |   |  | HDD        |  | @@ AM AM |  |           |  |    |  |   |  |   |  | D  |  |    |
| 11 | D      |  | @@ AM |  |   |  | HD  @@     |  | AM AM    |  |           |  |    |  |   |  |   |  |    |  |    |
| 12 | D      |  |       |  |   |  |            |  |          |  |           |  |    |  |   |  |   |  |    |  |    |
| 13 | D      |  |       |  |   |  | @@ @@@ @@  |  |          |  |           |  |    |  |   |  |   |  |    |  |    |
| 14 | D      |  | TT    |  |   |  |            |  |          |  |           |  |    |  |   |  |   |  | TT |  | 5  |
| 15 | D      |  |       |  |   |  |            |  |          |  |           |  |    |  |   |  |   |  |    |  | D  |
| 16 | HD     |  | 3     |  |   |  | EX EX      |  |          |  |           |  |    |  |   |  |   |  |    |  |    |
| 17 | 2      |  | D     |  |   |  |            |  |          |  | TT        |  |    |  |   |  |   |  |    |  |    |
| 18 | 1      |  |       |  |   |  |            |  |          |  | 4         |  |    |  |   |  |   |  |    |  |    |

```
1 = entrance/exit from kinestia
2 = messages
3 = hawkslayer password:iceberg      allow him to join.
4 = passage to barracks
5 = passages to privates quarters
6 = passage to workshop
```

NAME OF DUNGEON: privates quarters  
LEVEL: 1

|    | 1 | 2   | 3   | 4  | 5   | 6   | 7 | 8 | 9 |                                |
|----|---|-----|-----|----|-----|-----|---|---|---|--------------------------------|
| 1  |   | D   | D   |    |     |     |   |   |   | 1 = passages back to ferofists |
| 2  |   | 2   |     | D  |     |     |   |   |   | 2 = messages                   |
| 3  |   | D   | HD  |    |     | D   |   |   |   | 3 = left key                   |
| 4  |   |     | HDD |    |     |     |   |   |   |                                |
| 5  |   | D   |     | D  |     |     |   |   |   |                                |
| 6  |   | +   | +   | +  | +   | +   | + | + | + |                                |
| 7  | 1 | 2   | @@  |    | @@  |     |   |   |   |                                |
| 8  |   |     |     | D  |     | MDD |   |   |   |                                |
| 9  |   | D   |     |    | MDD |     |   |   |   |                                |
| 10 |   | DMD |     | @@ |     |     |   |   |   |                                |

NAME OF DUNGEON: barracks  
LEVEL: 1

1 = passage in/out

2 = right key

NAME OF DUNGEON: workshop  
LEVEL: 1

1 = entrance/exit  
2 = portal down  
    right key 18 turns  
    left key 15 turns  
    opens passageway to urmechs

NAME OF DUNGEON: urmech's  
LEVEL: 1

NAME OF DUNGEON: urmech's(viscous plane)  
LEVEL: 2

|   | 1 | 2   | 3   | 4   | 5   | 6   | 7   | 8 | 9   | 10 | 11  | 12 | 13 | 14 | 15 |                   |
|---|---|-----|-----|-----|-----|-----|-----|---|-----|----|-----|----|----|----|----|-------------------|
| 1 | + | +   | +   | +   | +   | +   | +   | + | 1   | +  | +   | +  | +  | +  | +  | 1 = to/from level |
| 1 | + | +   | +   | +   | +   | +   | +   | + | +   | +  | +   | +  | +  | +  | +  | 2 = to/from level |
| 2 | + | @@  | +   | +   | +   | +   | +   | + | +   | +  | @@  | +  | +  | +  | +  | 3 = messages      |
| 3 | + | +   | --- | +   | --- | +   | --- | + | MD  | MD | MD  | MD | +  | +  | +  |                   |
| 4 | + | --- | +   | --- | +   | --- | +   | + | --- | +  | --- | +  | +  | +  | +  |                   |
| 4 | + | --- | +   | --- | +   | --- | +   | + | --- | +  | --- | +  | +  | +  | +  |                   |

NAME OF DUNGEON: urmech's

LEVEL: 3

=====

=====

TENEBROSIA

Alternate Universe 5 OF 7

## MAP OF TENEBROSIA (NOWHERE):

```

. . . . T 1 . . . . . t = tree
. . T . . . . W . W . w = wall
. . . . . T . W E W T e = entrance to black scar
. . 2 . . . . W W W . .
T . . . . . . . T T . 1 = entrance/exit to/from Tenebrosia
. . . . . 5 . . . . . 2 = tar pit
. . . . . . . T . . . 3 = dense forest
. . 3 . . T . . . T . . 4 = canyon
. . . . . . . 4 . . . 5 = middle of nowhere
. T . T . . . . .
. . . . . T . . . .

```

Steps to solve Tenebrosia:

Note: A geomancer is \*required\* in this world. There are two separate spots where a wawa spell is needed.

1. go to black scar and get new spells and bard song. any magic user (chrono and geomancer included) can learn them.
2. go to the tar pit and pick up some tar. you will need a container so if your bard only has one flask, and doesn't want to throw away the water, go to a tavern in black scar and get another flask.
3. go to the dense forest and burn a tree to get to the black door.
4. go to the canyon and get the shadow lock.
5. go to the middle of nowhere and use the door and lock. enter and try to kill sceadu. Be careful, he takes about 8000 hits. and there is a battle after him. Get all left over objects and leave world.

Map of Black Scar:

```
B . B B B B B B B I B B B B B B      b = building
B . . . . . . . . . . . . . B          i = tavern
B . B B B B B B B B B B B B . B      a = temple
B . B . . . . . . . . B . B          w = wizards guild
B . B . B B B B . B B B . B . B      h = bards hall
A . B . B . . . . B . B . B          t = tree
B . B . B . B B A B . B . B . I
B . B . A . B . . B . I . B . B
B . B . B . H . . W . B . B . B
B . B . B . B . B B . B . B . B
B . I . B . . . . . B . B . A
B . B . B B B B I B B B . B . B
B . B . . . . . . . . B . B
B . B B B B B B B B . B B B . B
B . . . . . . . . . . . . T
B B B B B B B B B B B B T B
```

NAME OF DUNGEON: tar quarry  
 LEVEL: 1

|    | 1                           | 2     | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |                           |
|----|-----------------------------|-------|----|----|----|----|----|----|----|----|----|---------------------------|
| 1  |                             |       |    |    |    |    |    |    |    | UP |    | up = quarry entrance/exit |
| 2  | + + + + + + + + + + + + + + |       |    |    |    |    |    |    |    |    |    | tt = trap                 |
| 3  | TT                          |       |    |    |    |    | TT |    |    |    |    | 1 = messages              |
| 4  | TT                          | TT    | TT | TT |    |    | TT | TT |    |    |    | 2 = tar fountain          |
| 5  | TT                          | TT    | TT | TT |    |    | TT | TT |    |    |    | d = door                  |
| 6  | 1 TT                        | TT    | TT | TT | 1  |    | TT |    |    |    |    |                           |
| 7  | TT                          | TT    | TT | TT | TT | TT | TT | TT |    |    |    |                           |
| 8  | TT                          | TT    | 2  | 2  | 2  |    | TT |    |    |    |    |                           |
| 9  | TT                          | TT    |    |    |    |    | TT |    |    |    |    |                           |
| 10 | TT                          | TTDTT | TT | TT | TT |    | TT |    |    |    |    |                           |
| 11 | TT                          |       |    |    |    |    | TT |    |    |    |    |                           |
| 12 | TT                          | TT    | TT | TT | TT | TT | TT | TT | TT |    |    |                           |

## Dark Copse layout:

```

T T . . . E . . . T T
. . . T T T T T T . . .
T . T . . T . . . . .
T . . . . . T T T . .
. . . T T T T T . . .
T T T . T * T . T T T
. . . . T T T T . . T .
. T . T . . . . T .
. . T . . T T T T . .
. T T . . T . . . T T
. . . . T . . . T .

```

e = entrance/exit  
t = tree  
\* = black door - burn south tree with tar to  
get access to this spot.

NAME OF DUNGEON: shadow canyon  
LEVEL: 1

NAME OF DUNGEON: sceadu's domain  
LEVEL: 1

+ + + - - - - - + + - - - - - + + - - - - + +

2

increase  
 5 EX EX | @@ @@ < pd = portal down  
 + + + + + + + + + + + + + + + + 1 = messages

6            @@ |                                  | MU |                      |              v

8        @@      EX @@  1            |      \*\*      MU @@  
 +    +    +    +    +    +\+    +    +    +    +    +

12 EX | >@@  
 + -+-+ + + + + + / \ + / \ + / \ + + + \ / + +

|    |         |         |         |         |         |  |
|----|---------|---------|---------|---------|---------|--|
| 13 | 1   **  | * *     |         | >       | <       |  |
|    | + + + + | + + + + | + + + + | + + + + | + + + + |  |
| 14 | UP 1    | HU      |         |         |         |  |

$$+ \quad + - + - + - + - + \quad + - + - + - + - + \quad + - + - + - + \quad +$$

15

LEVEL: 2

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

|   | 1     | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10    | 11    | 12    | 13    | 14    | 15    |
|---|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| + | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- | ----- |
| 1 |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |

1 = messages

spell  
3 here to get

```

+-----+-----+-----+XX+-----+-----+-----+
5 | | | | | | | | | | | | | | | | | | | | | |
| +---+---+---+---+---+---+---+---+---+---+---+ + |
| | | | | | | | | | | | | | | | | | | | | |
magic
6 | | ** *M ** ** *M ** ** *M ** ** *M ** ** | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
decrease
7 | | ** | @@ | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | |
decrease
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
8 | | *M | | | MD | | HD | | | | | | | | | | | | | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
decrease
wall
9 | | ** | EX | 1 | | MD | | HD | QU | | 1 | EX | ** | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
10 | | ** | EX | 1 MD | MD | 1 HD | MD | 1 | EX | *M | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
11 | | *M | EX | 1 | | MD | | HD | | | 1 | EX | ** | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
12 | | ** | | | MD | | HD | | | | | | | | | | | | | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
13 | | ** | @@ | | | | | | | | | | | | | | | | | | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
14 | | ** *M ** ** | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
15 | | | | | | | | | | | | | | | | | | | | | | | | | |
| + + + + + + + + + + + + + + + + + + + + + + + + + + + + |
| | | | | | | | | | | | | | | | | | | | | | | | | | |

```

=====  
====  
Tarmitia ( from the vale of lost warriors )  
Alternate Universe 6 OF 7

Notes: BEFORE you complete this worlds quest, make sure that you have all of the experience levels you want. At the completion of this quest, the old man will die and that will be the end of advancement. I haven't tried going to a wizards guild in the other worlds, but maybe they still will give you levels. In the first part of these notes, I mentioned the "feature" where if you swap out the 1st character of the party with a new monster (ie: windwolf, wind dragon, etc) the old man will keep on giving you hundreds of thousands of experience points. After this world, that won't happen again. So make sure your powerful enough to finish this game. I recommend level 60+, arch-mages with 600+ magic and at least 500+ hits per person. Anything less than a 1000 is risky.

Solution to this world:

Note: you can skip all the other dungeons except berlin and tarmitia.

1. give the names to the ghost head in the berlin dungeon (see map).  
-> I don't know if this works since I went the long route to map this.  
you may have to start with troy's ghost head question and go from there in the proper sequence.
  2. take on werra and 10 death guards. Tough battle.
  3. get shield and head back to old man via skara brae teleport in northeast corner of tarmitia dungeon.

Symbols common to all maps:

```

MU = magic increase
MD = magic decrease
HU = hit increase
HD = hit decrease
++ = hit and magic increase
## = hit and magic decrease
** = darkness
QU = silence (quiets bardsong)
@@ = spinner
TT = trap
DD = Door
>, <, /\, \/ = one way walls or doors

```

NAME OF DUNGEON: Berlin

|          | 1     | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9 | 10 | 11 | 12  |
|----------|-------|----|----|----|----|----|----|----|---|----|----|-----|
| 1        | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | +   |
| 2        | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | DD+ |
| 3        | 3     | D  |    |    |    | D  |    |    |   |    |    |     |
| "ares"   |       |    |    |    | @@ |    | @@ | @@ | D |    |    |     |
| 4        | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | +   |
| question | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | DD+ |
| 5        | D     |    |    |    |    | HD |    | HD |   |    |    |     |
| 6        | @@D   |    |    |    | @@ | HD | @@ | 4  |   |    |    |     |
| 7        |       |    |    |    | 2  | HD |    | HD |   | D  |    |     |
| 8        | D     | D  |    |    | 7  | HD |    |    |   |    |    |     |
| 9        | @@ MU | MU | MU | @@ |    |    |    |    | 5 |    |    |     |
| 10       | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | +   |
| 11       |       |    |    |    | 6  |    |    |    |   |    |    |     |
| 12       | 1     |    | MD | MD | MD | MD | MD |    |   |    |    |     |
|          | +     | +  | +  | +  | +  | +  | +  | +  | + | +  | +  | +   |

```

1 = worn ground
2 = passage to nottingham
3 = passage to rome
4 = passage to wasteland
5 = message
6 = voice whispers
7 = ghost head question
Answer: tyr
ghost head next
answer: werra

```

NAME OF DUNGEON: Rome

|   | 1  | 2     | 3   | 4 | 5 | 6  | 7 | 8 | 9     | 10 | 11 | 12 |
|---|----|-------|-----|---|---|----|---|---|-------|----|----|----|
| 1 | +  | ---   | +   | + | + | +  | + | + | +     | +  | +  | +  |
| 2 |    | MD    |     |   |   | @@ |   |   |       |    |    |    |
| 3 |    |       |     |   |   | 4  |   |   |       |    |    |    |
| 4 |    |       |     |   |   |    |   |   | 1     |    |    |    |
| 5 | MD |       |     |   |   |    |   |   | @@ MD |    |    |    |
| 6 | +  | DD--- | --- | + | + | +  | + | + | +     | +  | +  | +  |
|   | +  | +     | +   | + | + | +  | + | + | +     | +  | +  | +  |

```

1 = passage to berlin
2 = passage to hiroshima
3 = passage to troy
4 = message
5 = arrival from
ghost head teleport
voice whispers
"st. george"
6 = ghost head question
answer: mars
teleports party to
K'un Wang

```

```

7 | | | | | | | | |
+ + + +---+ +---+ +---+ + + +---+
8 | D @@| | 4 @@ MD
+ +---+---+ + +DD+ +---+DD+---+ +
9 MD | |
+ +---+DD+---+ +---+---+ + + + + +
10 | D | |
+ +---+---+ +---+---+ + + + + +
11 MD HD HD | |
+ +/\+ +---+DD+---+ + + + + + +
12 | 5 | 3 | HD HD | |
+ +---+ + + + + + +---+---+ + +

```

NAME OF DUNGEON: Hiroshima

|           | 1     | 2 | 3 | 4 | 5  | 6 | 7               | 8               | 9    | 10 | 11 | 12 |
|-----------|-------|---|---|---|----|---|-----------------|-----------------|------|----|----|----|
| 1         | +     | + | + | + | +  | + | +               | +---+---+---+ + |      |    |    |    |
| 2         |       |   |   |   | @@ |   | HD              | HD              |      |    |    |    |
| 3         |       |   |   |   |    |   |                 | D               |      |    |    |    |
| 4         | D     |   |   |   |    | 5 | 2               | D               |      |    |    |    |
| 5         | MU @@ |   |   |   | @@ | 4 |                 | HD              | HD   |    |    |    |
| wasteland |       |   |   |   |    |   |                 |                 |      |    |    |    |
| 6         | MU MU |   |   |   |    |   | D               | HD              |      |    |    |    |
| 7         | D D   |   |   |   |    |   |                 |                 |      |    |    |    |
| 8         |       |   |   |   |    |   | MD MD MD MD     | MD MD           |      |    |    |    |
| 9         | @@ @@ |   |   |   |    |   | 4D              | 1               |      |    |    |    |
| 10        |       |   |   |   |    |   |                 |                 | 4 @@ |    |    |    |
| 11        |       |   |   |   |    |   |                 |                 |      | 6  |    |    |
| 12        |       |   |   |   |    |   | D               |                 |      |    |    |    |
|           |       |   |   |   |    |   | +---+---+---+ + |                 |      |    |    |    |

1 = passage to rome  
2 = passage to troy  
3 = passage to stalingrad  
4 = message  
5 = arrival from

ghost head teleport  
voice whispers "tyr"

6 = ghost head question  
answer: susa-no-o  
teleports party to

NAME OF DUNGEON: Wasteland

|   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|---|---|---|---|---|---|---|---|---|---|----|----|
| 1 | + | + | + | + | + | + | + | + | + | +  | +  |
| 2 |   |   |   |   |   |   |   |   |   |    |    |
| 3 |   |   |   |   |   |   |   |   |   |    |    |
| 4 |   |   |   |   |   |   |   |   |   |    |    |
| 5 |   |   |   |   |   |   |   |   |   |    |    |
| 6 |   |   |   |   |   |   |   |   |   |    |    |
| 7 |   |   |   |   |   |   |   |   |   |    |    |
| 8 |   |   |   |   |   |   |   |   |   |    |    |

1 = passage to nottingham  
2 = passage to K'un Wang  
3 = passage to Berlin  
4 = messages  
5 = arrival from K'un Wang  
ghost head teleport  
voice whispers "mars"  
6 = ghost head question  
answer: sdiabm  
teleports party to  
hiroshima

NAME OF DUNGEON: Nottingham

```
1 = passage to stalingrad
2 = passage to berlin
3 = passage to wasteland
4 = message
5 = arrival from troy
     ghost head teleport
     voice whispers
     "yen-lo-wang"
6 = ghost head question
     answer: st. george
     teleports party to
     stalingrad
```

NAME OF DUNGEON: Stalingrad

1 = passage to hiroshima  
2 = passage to K'un Wang  
3 = passage to Nottingham  
4 = messages  
5 = arrival from

ghost head teleport  
voice whispers

6 = ghost head question  
answer: svarizic  
teleports party to

rome

|    |               |             |            |              |       |             |           |   |
|----|---------------|-------------|------------|--------------|-------|-------------|-----------|---|
| 6  |               | 1           |            |              |       |             |           |   |
|    | +---+ +DD+--- | +           | +DD+-----+ | +            | +     | +           |           |   |
| 7  | ## MD MD      | ## MD MD    | MD MD      | MD MD        | MD MD | MD MD       |           |   |
|    | +             | +           | +          | +----+DD+--- | +     | +++DD+      | +         |   |
| 8  | @@ HD         |             | @@         |              |       |             |           |   |
|    | +             | +           | +          | +----+----+  | +     | +           | +         |   |
| 9  | HD            | HD          |            | 4            |       |             |           |   |
|    | +----+DD+     | +----+----+ | +          | +            | +     | +           | ---       |   |
| 10 |               |             |            |              |       | 2           |           |   |
|    | ---           | +           | +          | +            | +     | +----+----+ |           |   |
| 11 |               | D           | D          | @@           |       |             |           |   |
|    | +             | +           | +DD+       | +            | +     | +           | +----+DD+ | + |
| 12 |               | 4           |            |              | 6     |             |           |   |
|    | +----+ +      | +----+----+ | +          | +----+----+  |       |             |           |   |

NAME OF DUNGEON: Troy

|           |    |             |                       |              |             |           |     |             |     |     |     |    |
|-----------|----|-------------|-----------------------|--------------|-------------|-----------|-----|-------------|-----|-----|-----|----|
|           | 1  | 2           | 3                     | 4            | 5           | 6         | 7   | 8           | 9   | 10  | 11  | 12 |
| 1         | +  | +----+----+ | +----+----+           | +----+----+  | +           |           |     |             |     |     |     |    |
|           |    | D           | 5                     |              |             |           |     |             |     |     |     |    |
| 2         | +  | +           | +                     | ---          | + \/+       | +DD+      | --- | +           | +   | +   | +   | +  |
|           |    | @@          | 4                     |              | @@          |           |     |             |     |     |     |    |
|           | +  | +           | +                     | +            | +----+DD+   | +         | +   | +DD+        | +   |     |     |    |
| hiroshima |    |             |                       |              |             |           |     |             |     |     |     |    |
| 3         |    |             | 1                     |              |             |           |     |             |     |     |     |    |
|           | +  | +           | +                     | +            | +----+----+ | +DD+----+ | +   |             |     |     |     |    |
| 4         |    |             |                       | @@           |             |           |     |             |     |     |     |    |
|           | +  | +----+----+ | ---                   | +DD+         | +           | +         | +   | +           | +   | +   | +   | +  |
| 5         |    | D           |                       |              |             |           |     |             |     |     |     |    |
|           | +  | +DD+        | ---                   | +            | +           | +         | --- | +           | +   | +   | +   | +  |
| 6         |    |             | @@                    | 4            | @@          |           |     |             |     |     |     |    |
|           | +  | +           | +                     | ---          | ---         | ---       | --- | ---         | --- | --- | --- | +  |
| 7         | MD | MD          |                       |              | 2           |           |     |             |     |     |     |    |
|           | +  | +           | +                     | +            | ---         | +         | +   | +----+----+ | +   |     |     |    |
| 8         | MD | MD          | 6                     | D            | D           |           |     |             |     |     |     |    |
|           | +  | +           | +----+----+----+----+ |              |             |           |     |             | +   | +   | +   | +  |
| 9         | MD | MD          | HD                    | HD           | HD          | 4         |     |             |     |     |     |    |
|           | +  | +----+----+ | ---                   | ---          | ---         | +         | --- | +           | +   | +   | +   | +  |
| 10        |    | DHD         | 3                     |              |             |           |     |             |     |     |     |    |
|           | +  | +           | +                     | +            | +DD+---     | +         | +   | +DD+        | +   |     |     |    |
| 11        |    | @@          |                       | @@           |             |           |     |             |     |     |     |    |
|           | +  | +----+----+ | +                     | +----+DD+--- | +DD+---     | +         |     |             |     |     |     |    |
| 12        |    |             |                       |              |             |           |     |             |     |     |     |    |
|           | +  | +----+----+ | +----+----+           | +----+----+  | +----+----+ | +         |     |             |     |     |     |    |

1 = passage to K'un Wang  
 2 = passage to rome  
 3 = passage to hiroshima  
 4 = messages  
 5 = arrival from

ghost head teleport  
 voice whispers  
 "svarazic"  
 6 = ghost head question  
 answer: ares  
 teleports party to  
 nottingham

NAME OF DUNGEON: K'un Wang

|   |   |                               |                                 |                  |             |   |             |   |   |    |    |    |
|---|---|-------------------------------|---------------------------------|------------------|-------------|---|-------------|---|---|----|----|----|
|   | 1 | 2                             | 3                               | 4                | 5           | 6 | 7           | 8 | 9 | 10 | 11 | 12 |
| 1 | + | +                             | +                               | +                | +           | + | +           | + | + | +  | +  | +  |
|   | + | +                             | +----+----+----+----+----+----+ | +                |             |   |             |   |   |    |    |    |
| 2 |   |                               |                                 |                  |             |   |             |   |   |    |    |    |
|   | + | +                             | +                               | +                | +           | + | +           | + | + | +  | +  | +  |
| 3 |   |                               |                                 |                  |             |   |             |   |   |    |    |    |
|   | + | +                             | +                               | +                | +           | + | +           | + | + | +  | +  | +  |
| 4 |   | D                             |                                 |                  |             |   |             |   |   |    |    |    |
|   | + | +----+----+                   | +                               | +                | +----+----+ | + |             |   |   |    |    |    |
| 5 |   | 2                             |                                 |                  |             |   |             |   |   |    |    |    |
|   | + | +                             | +                               | ---              | +           | + | +----+----+ | + | + | +  | +  | +  |
| 6 |   | D                             | MD                              | MD               | MD          | D |             |   |   |    |    |    |
|   | + | +----+----+DD+----+----+----+ | +                               | +----+----+----+ | +           |   |             |   |   |    |    |    |
| 7 |   | +----+----+----+              | +----+----+                     | +----+----+----+ |             |   |             |   |   |    |    |    |

1 = passage to wasteland  
 2 = passage to troy  
 3 = passage to stalingrad  
 4 = messages  
 5 = arrival from rome  
 ghost head teleport  
 voice whispers  
 "susa-no-o"  
 6 = ghost head question  
 answer: yen-lo-wang  
 teleports party to  
 wasteland

```

8 |   | 3   |   | D   | DHD HD HD |
+ +---+DD+ + + +---+---+ +---+ + +
9 |           D   |   |   |   |   |
+ +---+ +---+ + +---+---+ + + + +
10 |   |   @@ 4 | HD   |   | 1   |
+ +DD+ + + + +---+ + + + +---+ + +
11     @@      D   |   |
+ +---+---+ + +---+ + + + +---+ + +
12 |   | D D   | HD   |   |   |
+ + + +---+ + +---+ + + + + + + +
13 |   | 6 |   @@ |   |
+ +---+---+ + +---+ + + + + + +
14 |           | HDD   D   |
+ +DD+ +---+ + + + + + + +---+ + +
15 |   | 4< 5 |   |   |
+ +---+ +---+ + +---+ + + + + +

```

NAME OF DUNGEON: Tarmatia

|      | 1   | 2   | 3  | 4 | 5         | 6    | 7    | 8    | 9    | 10   | 11   | 12 |
|------|-----|-----|----|---|-----------|------|------|------|------|------|------|----|
| 1    | 1   | 2   |    |   |           |      |      |      | 2    | 3    |      |    |
| 2    |     |     |    |   |           |      |      |      |      |      |      |    |
| Brae |     |     |    |   |           |      |      |      |      |      |      |    |
| 3    |     |     |    |   | D         |      |      |      |      |      |      |    |
| 4    | D@@ |     |    |   | * * * * * |      |      |      |      |      |      | D  |
| 5    |     |     |    |   |           | D    |      |      |      |      |      |    |
| 6    | D   | DMD | MD |   |           |      | D    | D    | D    |      |      |    |
| 7    |     |     |    |   | DMD MD MD |      | D    |      |      |      |      |    |
| 8    |     |     |    |   | DMD MD    |      |      | @@   |      |      |      |    |
| 9    | D   | D   |    |   | DMD       | MU   | 4    | MUD  |      |      |      |    |
| 10   |     |     |    |   | +DD+      | +DD+ | +DD+ | +DD+ | +DD+ | +DD+ | +DD+ |    |
| 11   |     | 5   |    |   | MU MU     | DHD  |      |      |      |      |      |    |
| 12   |     | 4   | D  |   | HD HD     |      |      |      |      |      |      |    |

1 = arrival from berlin

ghost head teleport

2 = messages

3 = teleport to Skara

4 = Werra and 10 guards

\* one tough battle \*

5 = shield

=====

====

Malefia

Alternate Universe 7 OF 7

Note: prior to entering this universe, I would suggest stocking up the bard on spirits, 10 drinks should do. He should have a constant sir robins song playing. Run at all times until you get to the final battles. This is to keep your mages fresh for the fight. They will need to be at 100% magic AND 6 harmonic gems apiece. I think that if extras can be carried by anyone, gems should be it. Then make sure every spell caster has 3-4 gems before each of the final battles. there are a total of 3 battles with the last a double battle.

Also, remember to pick up all the items you have been sent on quests for in the storage room at the entrance to Skara Brae. The old man

left them there before he died.

Steps to solve this universe:

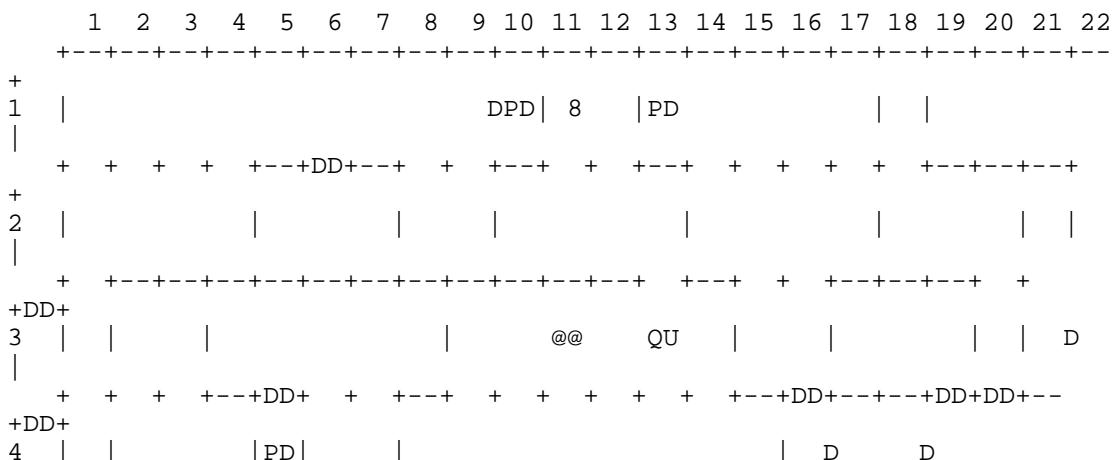
1. go to each of the 6 statues on the first 3 levels and use items listed  
on map of level. this allows door on level 3 to go from faint outline  
to a usable door.
2. through the door is the first major battle. \* piece o' cake \*
3. go to just before door of next battle and save game.
4. Backup disk here if your system trashes disk when characters die.
5. fight battle - warning - vortexes are magic resistant and if they get  
close enough are deadly. an eama spell will swallow warriors.
6. save game just before final battle and backup disk.
7. cast wawa spell to get at center square of level 4.  
the final battle is 2 seperate battles.  
the key to beating tarjan is to have your thief sneak up to him  
and  
stab in back. To keep tarjan from making your life tough, you  
need  
to cast a >successful< prec spell. 2 diva spells are also  
helpful.  
the rest is up to you.
8. sit back and read the accolades heaped upon you.

Symbols used:

MU MD = magic increase or decrease  
HU HD = hit increase or decrease  
++ = both hit and magic increase  
% = both hit and magic decrease  
@@ = spinner  
\*\* = darkness  
EX = explosion  
QU = silence (quiets bardsong)  
ZZ = invisible wall  
DD = door  
PU PD = portal up or down  
PP = both portal up and down  
UP = stairs up  
DN = stairs down  
SS = both up and down stairs  
> < / \ \ / = one way walls

NAME OF DUNGEON: Malefia

LEVEL: 1





```
1 = worn ground
2 = hawkslayers body (get the nightspear from him)
3 = teleport to level 3 item 1
4 = arrival from level 3 item 2
5 = arrival from level 2 item 4
6 = alliria's statue. use belt to melt statue.
7 = teleport to level 3 item 6
8 = arrival from level 3 item 7 and portal down
9 = teleport to level 2 item 6
```

NAME OF DUNGEON: malefia

LEVEL: 2

```
1 = lanatir's statue. use sphere to melt.  
2 = valarian's statue. use bow to melt.  
3 = arrival from level 3 item 4.  
4 = teleport to level 1 item 5  
5 = teleport to level 3 item 11  
6 = arrival from level 1 item 9
```

NAME OF DUNGEON: Malefia  
LEVEL: 3

|    |        |        |        |        |        |        |         |        |         |         |         |            |        |        |
|----|--------|--------|--------|--------|--------|--------|---------|--------|---------|---------|---------|------------|--------|--------|
| +  | +      | +      | ---    | +      | +      | +DD+-- | +DD+--- | +DD+   | +       | +DD+--- | +DD+--- | +DD+DD+DD+ | +      |        |
| 2  |        | D      | D      |        | D      |        |         |        | D       |         |         | 3          |        |        |
| +  | +      | ---    | ---    | ---    | ---    | +DD+-- | +       | +      | +       | +       | +       | +DD+---    | +DD+-- | +      |
| 3  |        |        |        |        |        |        |         |        |         |         |         | PUD        | D      | D      |
| +  | +      | +DD+-- | +      | ---    | +      | +      | +       | +      | +DD+--- | +DD+--- | +DD+--- | +DD+--     | +DD+   | +      |
| 4  |        | D      |        |        | PU     |        |         |        | 7       | D       |         | D          |        |        |
| +  | -----  | +      | +DD+-- | DD+--- | ---    | ---    | ---     | +      | +DD+--- | +DD+--- | +DD+--- | +DD+--     | +      | +      |
| 5  |        |        |        |        | D      |        |         |        | D       |         |         |            |        | D      |
| +  | +      | +      | +      | +      | +      | +      | +DD+--  | DD+DD+ | +       | +DD+--  | DD+     | +          | +      | +DD+-- |
| 6  | PU     | D      |        |        | D      | D      | D       |        |         | D       | PU      | D          |        |        |
| +  | -----  | -----  | -----  | -----  | -----  | -----  | -----   | +      | +DD+--  | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 7  |        |        |        |        | PU     |        |         |        |         | D       | D       |            | D      |        |
| +  | +      | ---    | +      | +      | +      | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +          | +      | +DD+-- |
| 8  |        | D      | D      |        |        |        |         |        |         |         |         |            |        |        |
| +  | +      | +DD+-- | +      | +      | +      | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 9  |        |        |        |        |        |        |         |        |         |         |         |            |        | D      |
| +  | +DD+-- | +      | +DD+-- | +DD+-- | +      | +DD+-- | +DD+--  | +      | +DD+--  | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 10 |        |        |        |        |        |        |         |        |         |         |         | D          |        |        |
| +  | +      | +DD+-- | +      | +      | +      | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 11 | PU     | D      | D      | D      |        |        |         |        | 13      | 14      |         |            |        |        |
| +  | -----  | -----  | -----  | -----  | -----  | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 12 |        |        |        |        |        |        |         |        |         |         | PU      |            |        |        |
| +  | +      | +DD+-- | +      | +      | +      | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | -      |
| 13 |        | D      | D      |        |        |        |         |        |         |         |         | D          |        |        |
| +  | -----  | -----  | -----  | -----  | -----  | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 14 |        |        |        |        |        |        |         |        | 12      |         |         |            |        |        |
| +  | +      | +DD+-- | +      | +      | +      | +DD+-- | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 15 |        |        |        |        | D      |        |         | 8      |         |         |         | D          | PU     |        |
| +  | +DD+--  | +      | +DD+    | +DD+    | +DD+    | +DD+       | +DD+   | +      |
| 16 |        | D      | D      | D      | D      |        |         | Z      |         | D       |         | D          | D      |        |
| +  | -----  | -----  | -----  | -----  | -----  | +      | +DD+--  | +DD+-- | +       | +DD+--  | +DD+--  | +DD+--     | +DD+-- | +      |
| 17 |        |        |        |        |        |        | D       | PU     | 9       |         |         |            | D      | D      |

1 = arrival from level 1 item 3  
2 = teleport to level 1 item 4  
3 = Sceadu's statue. use cloak to melt.  
4 = Teleport to level 2 item 3  
5 = Ferofist's statue. use helm to melt.  
6 = arrival from level 1 item 7  
7 = teleport to level 1 item 8  
8 = faint outline of door on wall that will become a door when all  
      statues are melted.  
9 = werra's statue. use shield.  
10 = teleport to level 2 item 3.  
11 = arrival from level 2 item 5.  
12 = first major battle.  
13 = second major battle.  
14 = teleport to level 4 item 1

NAME OF DUNGEON: Malefia  
LEVEL: 4

|   | 1      | 2  | 3       | 4  | 5  | 6  |  |
|---|--------|----|---------|----|----|----|--|
| 1 | MD     | MD | MD      | MD | MD |    | 1 = arrival from level 3   |
| 2 | HD     |    | @@   MU |    |    |    | 2 = chicken gate to skara brae<br>(like at space mountain in Disneyland) |
| 3 | HD     | 3  | MU      |    |    |    | 3 = message  |
| 4 | HD     | 4  | MU      |    |    |    | 4 = Tarjan - final battle  |
| 5 | 1   HD |    | MU      |    |    |    | XX = spot to cast wawa   |
| 6 | 2   QU | QU | QU      | QU | QU | MU |  |